<u>In the Claims:</u>

Please amend Claims 1, 10, 18, 24, 37 and 46; and cancel Claims 14-15, all as shown below. Applicant respectfully reserves the right to prosecute any originally presented claims in a continuing or future application.


1.      (Currently Amended)  A method for exchanging information in a shared interactive environment, comprising:

selecting a first <u>remote </u>physical device in a first live video image wherein the first <u>remote </u>physical device has information associated with it;

causing the information to be transferred to a second<u> remote </u>physical device in a second live video image wherein the transfer is brought about by

manipulating a visual representation of the information [[in]] <u>by interacting with </u>the first live video image and [[in]] the second live video image,<u>[[;]]</u>

<u>querying the second remote physical device to determine if it can receive the information from the first remote physical device, and</u>

<u>transferring the information from the first remote physical device to the second remote physical device;</u>

wherein at least one of the first <u>remote </u>physical device and the second <u>remote </u>physical device has a statically or dynamically defined hotspot in the first live video image or the second live video image;

~~wherein the manipulation includes interacting with the first live video image and the second live video image;~~

wherein the first <u>remote </u>physical device and the second <u>remote </u>physical device are part of the shared interactive environment; and

wherein the first <u>remote </u>physical device and the second <u>remote </u>physical device are ~~not the same~~ <u>different remote physical devices</u>.


2.      (Original)  The method of claim 1 wherein:

the manipulation is accomplished by dragging the representation from the first physical device and dropping the representation on the second physical device.


3.      (Original)  The method of claim 1 wherein:

changes to the physical devices are visible to all participants in the shared interactive environment.

4.      (Original) The method of claim 1 wherein:

a physical device can include a display, a projector, a printer, a facsimile machine, a personal digital assistant, a computer, and a portable computer.

5.      (Original) The method of claim 1, further comprising:

annotating at least one of the first live video image and the second live video image.

6.      (Original) The method of claim 5, further comprising:

automatically transferring the annotation to a physical device if the annotation is at least partially drawn over the physical device as it appears in a live video image.

7.      (Original) The method of claim 1 wherein:

the first live video image and the second live video image are the same.

8.      (Original) The method of claim 1 wherein:

the information can include a digital file, an annotation, a sound, and an audio/video presentation.

9.      (Original) The method of claim 1 wherein:

at least one of the first physical device and the second physical device has associated with it a pop-up control panel through which a user can configure and control it.

10.     (Currently Amended) A method for exchanging information in a shared interactive environment, comprising:

selecting a first object wherein the first object is one of 1) a physical device at a remote location shown in a first live video image, and 2) an icon on a computing device;

causing information associated with the first object to be transferred to a second object wherein the second object is the other of 1) the physical device at the remote location shown in the first live video image, and 2) the icon on the computing device;

annotating the first live video image;

automatically transferring the annotation to the physical device if the annotation is at least partially drawn over the physical device as it appears in a live video image;

displaying the annotation on the physical device such that the annotation can be viewed at

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the remote location;

wherein the first physical device has a dynamically defined hotpot in the first live video image;

wherein the transfer is brought about by manipulating a visual representation of the information in the first live video image;

wherein the manipulation includes interacting with the first object in the first live video image and the second object; and

wherein the physical device is part of the shared interactive environment.

11.    (Original) The method of claim 10 wherein:

the manipulation is accomplished by dragging the representation from the first object and dropping the representation on the second object.

12.    (Original) The method of claim 10 wherein:

changes to the physical device are visible to all participants in the shared interactive environment.

13.    (Original) The method of claim 10 wherein:

the physical device can include a display, a projector, a printer, a facsimile machine, a personal digital assistant, a computer, and a portable computer.

14-15. (Canceled)

16.    (Original) The method of claim 10 wherein:

the information can include a digital file, a sound, and an audio/video presentation.

17.    (Original) The method of claim 10 wherein:

the physical device has associated with it a pop-up control panel through which a user can configure and control it.

18.    (Currently Amended) A method for annotating a live video image, comprising:

annotating the live video image, wherein the live video image shows a location including one or more physical devices at the location;

automatically transferring the annotation to [[a]] one of the physical device devices at the

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<u>location shown</u> in the live video image if the annotation is at least partially drawn over the physical device as it appears in the live video image;

<u>displaying the annotation on the physical device such that the annotation can be viewed at the location;</u> and

wherein the annotation is visible to at least one participant in a shared interactive environment.

19.    (Original) The method of claim 18 wherein:

the at least one participant can interact with the physical device.

20.    (Original) The method of claim 18 wherein:

each of the at least one participants can interact with the shared interactive environment through different computing devices.

21.    (Original) The method of claim 18 wherein:

the live video image is one of: a panoramic view and a zoomed view.

22.    (Original) The method of claim 18 wherein:

the physical device can include a display, a projector, a printer, a facsimile machine, a personal digital assistant, a computer, and a portable computer.

23.    (Original) The method of claim 18 wherein:

the physical device has associated with it a pop-up control panel through which a user can configure and control it.

24.    (Currently Amended) A shared interactive environment, comprising:

a camera system to provide a first live view and a second live view different from the first live view <u>of a location</u>, wherein the second live view can be configured to zoom in on a portion of the first live view;

a first graphical user interface (GUI) coupled to the camera system and to present the first live view and the second live view, wherein the views can capture a physical device;

a device controller to dynamically control the physical device in response to interaction of a first user with the GUI wherein the interaction can ~~including~~ <u>include</u> annotating at least one of: 1) the first live view; and 2) the second live view;

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wherein annotations are automatically transferred to the physical device in the live views if the annotation is at least partially drawn over the physical device as it appears in the live video image, and wherein the annotation is displayed on the physical device such that the annotation can be viewed at the location;

a device tracker coupled to the camera system and to dynamically recognize new physical devices; and

wherein the camera system can be mounted on a mobile, robotic platform.

25.    (Original) The shared interactive environment of claim 24, wherein:

the first GUI allows the first user to interact the physical device; and

wherein the interaction of the first user is apparent to a second user via a second GUI.

26.    (Original) The shared interactive environment of claim 24, wherein:

the device controller can control the physical device through at least one of: 1) an infrared communication channel; and 2) one or more networks.

27.    (Original) The shared interactive environment of claim 24, wherein:

the device tracker can recognize new physical devices by at least one of: 1) image pattern recognition; 2) radio frequency transmission; and 3) acoustic signal.

28.    (Original) The shared interactive environment of claim 24, wherein:

the physical device can be a display; and

wherein the display can include an image stack.

29.    (Original) The shared interactive environment of claim 25, wherein:

the first GUI can provide a second live view that is different from the second live view provided by the second GUI.

30.    (Original) The shared interactive environment of claim 24, wherein:

the GUI is implemented as one or more web pages.

31.    (Original) The shared interactive environment of claim 24, wherein:

the first user can select the second live view by drawing a diagonal in the first live view.

32.     (Original) The shared interactive environment of claim 24, wherein:

the physical device has a pop-up control panel that can be made apparent to the first user through the first GUI; and

wherein the pop-up control panel allows the first user to control and configure the physical device.

33.     (Canceled)

34.     (Original) The shared interactive environment of claim 24, wherein:

the physical device can be represented by a set of attributes and a set of behaviors.

35.     (Original) The shared interactive environment of claim 34, wherein:

the representation of the physical device is part of a device hierarchy.

36.     (Canceled)

37.     (Currently Amended) A computer readable memory having instructions stored thereon that when executed by a processor cause a system to:

select a first <u>remote</u> physical device in a first live video image wherein the first <u>remote</u> physical device has information associated with it;

cause the information to be transferred to a second <u>remote</u> physical device in a second live video image wherein the transfer is brought about by

manipulating a visual representation of the information [[in]] <u>by interacting with</u> the first live video image and [[in]] the second live video image,<u>[[;]]</u>

<u>querying the second remote physical device to determine if it can receive the information from the first remote physical device, and</u>

<u>transferring the information from the first remote physical device to the second remote physical device;</u>

wherein at least one of the first <u>remote</u> physical device and the second <u>remote</u> physical device has a statically or dynamically defined hotspot in the first live video image or the second live video image;

~~wherein the manipulation includes interacting with the first live video image and the second live video image;~~

wherein the first <u>remote</u> physical device and the second <u>remote</u> physical device are part of the shared interactive environment; and

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wherein the first <u>remote</u> physical device and the second <u>remote</u> physical device are~~ not the same~~ <u>different remote physical devices</u>.

38.     (Previously Presented) The computer readable memory of claim 37 wherein:

the manipulation is accomplished by dragging the representation from the first physical device and dropping the representation on the second physical device.

39.     (Previously Presented) The computer readable memory of claim 37 wherein:

changes to the physical devices are visible to all participants in the shared interactive environment.

40.     (Previously Presented) The computer readable memory of claim 37 wherein:

a physical device can include a display, a projector, a printer, a facsimile machine, a personal digital assistant, a computer, and a portable computer.

41.     (Previously Presented) The computer readable memory of claim 37 further comprising instructions that when executed cause the system to:

annotate at least one of the first live video image and the second live video image.

42.     (Previously Presented) The computer readable memory of claim 37 wherein:

automatically transferring the annotation to a physical device if the annotation is at least partially drawn over the physical device as it appears in a live video image.

43.     (Previously Presented) The computer readable memory of claim 37 wherein:

the first live video image and the second live video image are the same.

44.     (Previously Presented) The computer readable memory of claim 37 wherein:

the information can include a digital file, an annotation, a sound, and an audio/video presentation.

45.     (Previously Presented) The computer readable memory of claim 37 wherein:

at least one of the first physical device and the second physical device has associated with it a pop-up control panel through which a user can configure and control it.

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46.     (Currently Amended) A system, comprising:

means for selecting a first <u>remote</u> physical device in a first live video image wherein the first <u>remote</u> physical device has information associated with it;

means for causing the information to be transferred to a second <u>remote</u> physical device in a second live video image wherein the transfer is brought about by

manipulating a visual representation of the information [[in]] <u>by interacting with</u> the first live video image and [[in]] the second live video image<u>,</u>

<u>querying the second remote physical device to determine if it can receive the</u> <u>information from the first remote physical device, and</u>

<u>transferring the information from the first remote physical device to the second</u> <u>remote physical device</u>;

wherein at least one of the first <u>remote</u> physical device and the second <u>remote</u> physical device has a statically or dynamically defined hotspot in the first live video image or the second live video image;

~~wherein the manipulation includes interacting with the first live video image and the second~~ ~~live video image;~~

wherein the first <u>remote</u> physical device and the second <u>remote</u> physical device are part of the shared interactive environment; and

wherein the first <u>remote</u> physical device and the second <u>remote</u> physical device are ~~not the~~ ~~same~~ <u>different remote physical devices</u>.

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